THE PIGSKIN™ PLAYER'S HANDBOOK!

CONTENTS

INTRODUCTION ..... (3)
HISTORICAL PERSPECTIVE .... (4)
CONTROLS ..... (6)
THE TEAMS ..... (8)
STUFF TO KNOW ..... (10)
STRATEGIES & TIPS ..... (12)
STUFF TO BUY ..... (14)

ANCIENT ARCHRIVALS ON A RAMPAGE!

In the Dark Ages, the World's Wildest Warriors had a word for "Mind-Blowing, Bone-Crunching, Heart-Stopping Excitement". . . **"PIGSKIN™"**! Today, history repeats itself as players flock to rediscover the white-knuckle exhilaration of competing "Head-to-Head". . .as well as "Knee-to-Nose". . .and "Elbow-to-Gut". . .with **PIGSKIN 621 A.D.™**; Bally/Midway's one or two player Footbrawl Fantasy!

THE ORIGIN OF PIGSKIN™
BEFORE FOOTBALL, BEFORE RUGBY, BEFORE BUBONIC PLAGUE . . .

The rigors of day to day existence in the early part of the Seventh Century A.D. were far more severe than those most of us face today. It is no surprise, then, that the era produced "Role Models" of a slightly different sort . . .

Men like: **ATILLA DESOIL**; whose infamous "Mongrel Horde" spent much of their free time sweeping across the steppes of Central Asia into the dustbins of Eastern Europe.

Men like: **THOR AKENBAK**; the renegade Viking whose piercing battle cry ". . . Loot and pillage, loot and pillage, let's go find us an English Village . . ." struck terror into the hearts of music-lovers everywhere.

No one knows just how these two legendary Anti-Heroes chanced to meet one morning on a 100 meter plot of rugged English countryside, (Scholastic opinions vary between "Primitive Navigational Techniques" and "Gross Historical Inaccuracy") but one thing is certain; the World of Sports would never be the same again!

Imagine, if you will, the greatest warriors of the age, staring eye to bloodshot eye, slavering in anticipation for what would no doubt be the most brutal confrontation of their long and glorious careers . . . and realizing that there was absolutely nothing to fight over!

The tension must have been unbearable; would this epic battle be over before it had begun, simply because there was no good reason to start it?

Nah.

. . . And so it was that these two ill-tempered, unwashed visionaries gave the world a concept that would provide the foundation on which many of today's most popular professional sports firmly rest:

PROLONGED PERIODS OF POINTLESS BATTLE FOR NO APPARENT PURPOSE.

PIGSKIN 621 A.D.™ is a thoroughly researched, unflaggingly faithful re-creation of those exciting, fictitious days of yore when "Good, Clean Fun" was still simply known as "Fun".

THE CONTROLS

Each player directly controls an armoured "Team Captain"; and indirectly controls up to six teammates. As one might expect, the player's teammates are "smart" when it comes to running, fighting, passing, kicking, and handling the **PIGSKIN**.

Each player has the following controls:

a) The **JOYSTICK** controls the movement of the player's character; a heavily-armoured "Team Captain".

b) The P**UNCH BUTTON** causes **EVERYONE** on your team to punch! (A punch occurs when the button is released!)

c) If a player who has the pigskin presses the **PASS BUTTON**, the "Faces" of the eligible receivers on his team appear at the top of the screen on a banner that describes the "Type" of pass to be thrown. Releasing the **BUTTON** causes the player to Throw (or Kick) the Pigskin to the desired teammate. If, when the **PASS BUTTON** is pushed, a teammate has the ball, he will throw it back to the player.

Pressing both **PASS** and **PUNCH** together causes the player to attempt a flying tackle (Defense Only).

d) The **TEAM ATTITUDE ADJUSTMENT BUTTON** lets a player control just how violent/crafty/agressive/defensive he wants his team to be. For example:

"SCATTER" causes your teammates to go out for a pass, while . . .

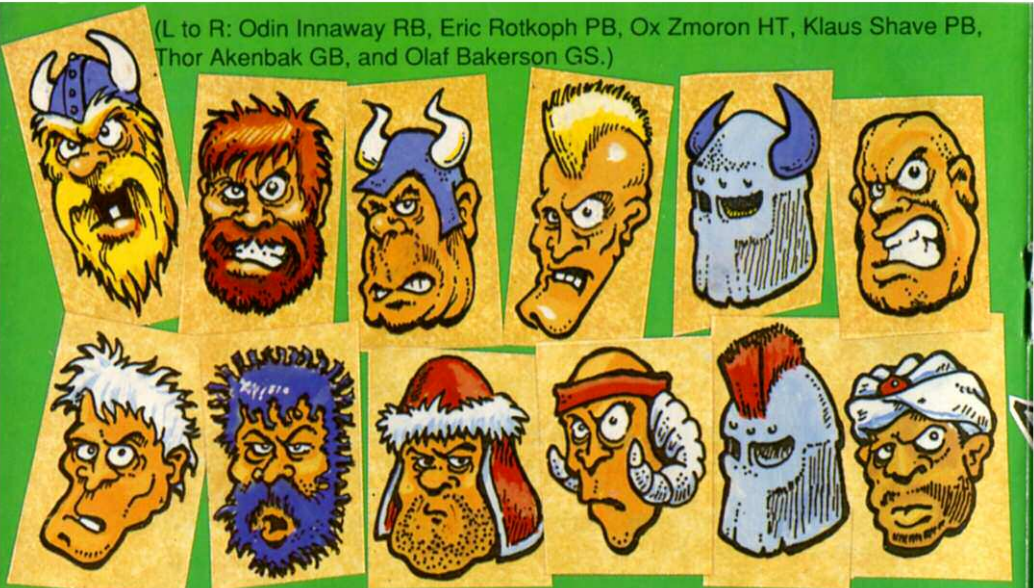
"BLOCK" causes them to regroup around the ball carrier.

"MAN-TO-MAN" spreads out your defense, while . . .

"GET THE BALL" has 'em all racing towards the pigskin.

"BAD ATTITUDE" tells your team to put "pounding the opposition" above everything else!

These different attitudes can be adjusted at any time during the game, and each remains in effect until the button is pushed again.

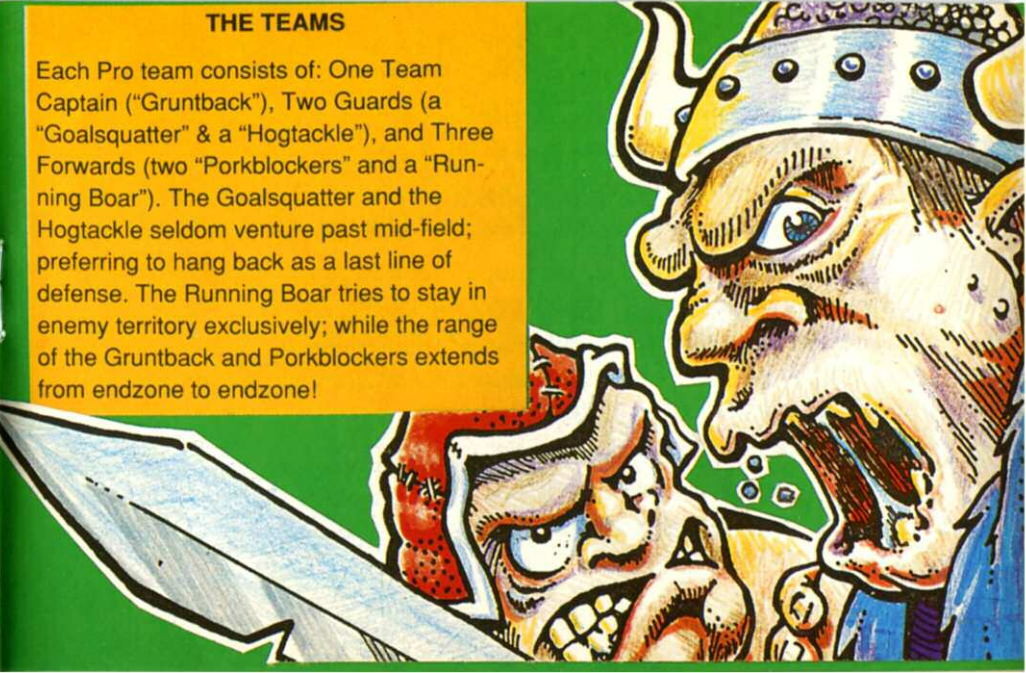


(L to R: Odin Innaway RB, Eric Rotkoph PB, Ox Zmoron HT, Klaus Shave PB, Thor Akenbak GB, and Olaf Bakerson GS.)

(L to R: Wizend Wreckloose RB, Mondo Pitstain PB, Hex Kahn HT, Shaman Dizonner PB, Attilla DeSoil GB, Othello Dare GS.)

THE TEAMS

Each Pro team consists of: One Team Captain ("Gruntback"), Two Guards (a "Goalsquatter" & a "Hogtackle"), and Three Forwards (two "Porkblockers" and a "Running Boar"). The Goalsquatter and the Hogtackle seldom venture past mid-field; preferring to hang back as a last line of defense. The Running Boar tries to stay in enemy territory exclusively; while the range of the Gruntback and Porkblockers extends from endzone to endzone!



STUFF TO KNOW (if you don't already) **IN NO PARTICULAR ORDER . . .**

SCORING – Players score points: For carrying the PIGSKIN (1 point for every 5 seconds in the player's possession), and for scoring a GOAL (6 points).

TIME – A complete game is made up of 4 periods of approximately three and one-half minutes each. (In some areas, bonus time is awarded when all coins are inserted at the same time.)

CONCEALED WEAPONS – Players may pick up "Concealed Weapons" by simply running over them. Weapons are used automatically during grapples involving the pigskin. Characters that are "Severely Injured" by weapons are revived after the next goal is scored. Team Captains cannot be injured by weapons.

GRAPPLES – A "Grapple" (a savage battle over pigskin possession that raises a large cloud of dust) is usually won by the team with the most players involved in it. Grapples involving equal numbers are left to chance. Grapples occur most often when players have a "Bad Attitude".

PRO VS. REGULAR – In "Regular" **PIGSKIN**™ there are fewer guys to keep track of . . . and the computer-controlled characters are not quite as agressive/intelligent/ bloodthirsty as they are in a "Pro" **PIGSKIN**™ game.

REFEREE – Some unscrupulous fans have been known to try and encourage an official to "look the other way" in contests of this sort. Our **PIGSKIN**™ referee assures us that if a fan ever approaches him, he'll **NEVER** "look the other way".

TROLLS? – Legend has it that these large, green, sub-human **PIGSKIN** fans can't resist rooting for the underdog . . . sometimes even joining up with a team that's getting clobbered! It is said that if you're good enough, you may find yourself up against an entire team of trolls . . . **IF YOU DARE!**

A FEW TIPS FROM THE DESIGNERS . . .

Always pick up weapons . . . If you don't, your opponent will!

Use the environment to your advantage . . . pausing behind a broken pillar or darting around a swamp can often buy you the extra split-second you need to make your move!

Punch early, punch often. Punch till your knuckles cramp, then punch some more.

Sometimes its better to take your time! A single Possession point can be the difference between winning and losing. The Possession Gauge below the scoreboard will help you decide if it's worth the risk.

Do you play a running game, a passing game or simply rely on brute force? Find the "Attitude Adjustment" that works best for the way you play. Better still, adjust your team's attitudes during play to make the most out of any situation!

A FEW CLASSIC PIGSKIN™ STRATEGIES

The Gruntback Sneak

Shout **"GET THE BALL"** and make a mad dash straight for your opponent's endzone . . . if one of your teammates manages to grab the pigskin, call for a pass! (Risky, but if used sparingly, effective.)

The Boar Bomb

Have your guys **"SCATTER"** the moment you get your hands on the ball . . . drop back (with your finger on the PASS button) and wait for a perfect passing opportunity. (Just don't wait **TOO** long . . .)

The Pork Grinder

Just one Hogtackle with a **"BAD ATTITUDE"** can stop an entire offensive entourage dead in it's tracks! (Keep track of everyone that joins the Grapple; if victory seems doubtful, have your Gruntback on hand to execute a Flying Tackle at the crowd when the dust clears!)

The Wurst Punishment

Gather up as many weapons as you can find . . . then hunt down your opponent's teammates, one by one . . . (Even if you don't score, it can be very demoralizing to your opponent . . . Heh, heh, heh).

PIGSKIN™ PRO-BRAWL

An exciting, fast-paced, no-holds-barred, tabletop verson of the original **"NO-RULES"** sport . . . created by the designers of **PIGSKIN™**. Bring your favorite battle home with over 10,000 different Playfield/Dungeon combinations! Includes over 40 Dungeon & Field Cards, 12 player characters, Combat Cards, Weapons, Grapples, Instructions, Dice and, of course, a **PIGSKIN**!

PIGSKIN™ HATS & JERSEYS

These Top-Quality, long-sleeve football . . . Uh, make that **PIGSKIN** Jerseys and 100% cotton Hats (both emblazoned with the official, full-color **PIGSKIN** Logo) are perfect for any **"FOOTBRAWL FANATIC"**!

Quantity	Item	Each	Total
	PIGSKIN™ PRO BRAWL	6.95	
	PIGSKIN CAP	6.95	
	PIGSKIN JERSEY (S) (Adult Size)	13.95	
	PIGSKIN JERSEY (M) (Adult Size)	13.95	
	PIGSKIN JERSEY (L) (Adult Size)	13.95	
	PIGSKIN JERSEY (XL) (Adult Size)	13.95	
		SUB TOTAL	
		ILLINOIS RES. ADD 6% TAX	
		SHIPPING AND HANDLING	$2.00
		TOTAL	

Make Check or Money Order payable to:
MIDWAY MANUFACTURING COMPANY

SEND TO: **PIGSKIN • P.O. BOX 1000 • PLANO, IL 60545**

Please allow 6-8 weeks for delivery.

Foreign orders add $10 in U.S. funds

PIGSKIN 621 AD™

Bally MIDWAY™

PIGSKIN™ PLAYERS HANDBOOK

(C) 1990 MIDWAY MANUFACTURING COMPANY
All Rights Reserved.

Game Designed by Brian Colin and Jeff Nauman.